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inside

Movie Poster Inside!



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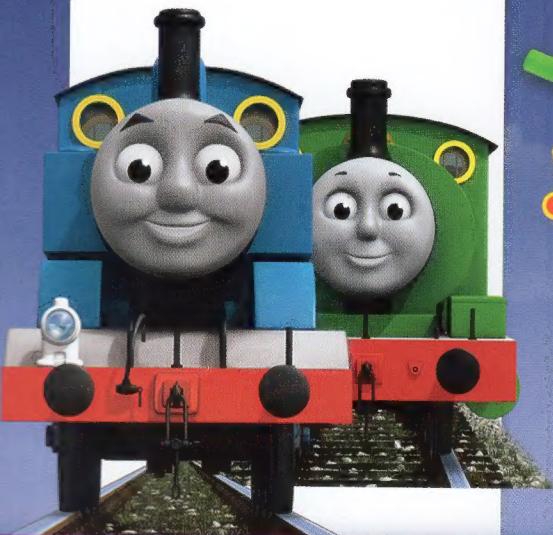


# Look what's inside!

## Stories from the Island of Sodor

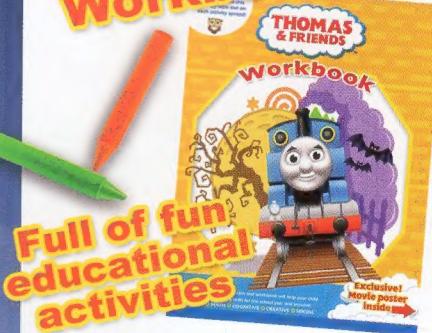
Missing Gator

Monster of Brendam



## Fun Things to Make and Do

### Workbook



Full of fun educational activities

Make a Thomas Halloween Card



Welcome! Thomas & Friends™ magazine helps fast track your child's education by focusing on these essential early learning skills:

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Math



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Salty's Fact File



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CREATED BY BRITT ALLCROFT

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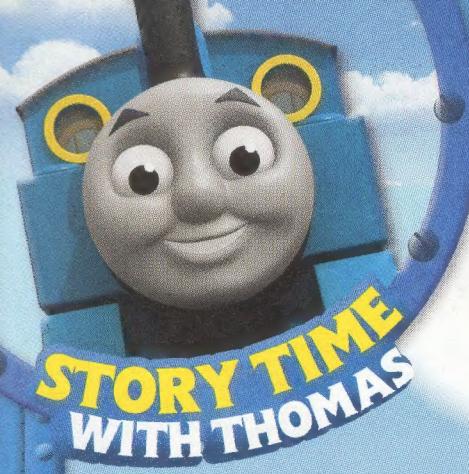
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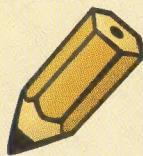


# Missing ? Gator

1

Long ago, an engine called **Gator** visited Sodor. He made friends with Percy and taught him how to be **brave**. When Gator left the Island, Percy missed his friend a lot.

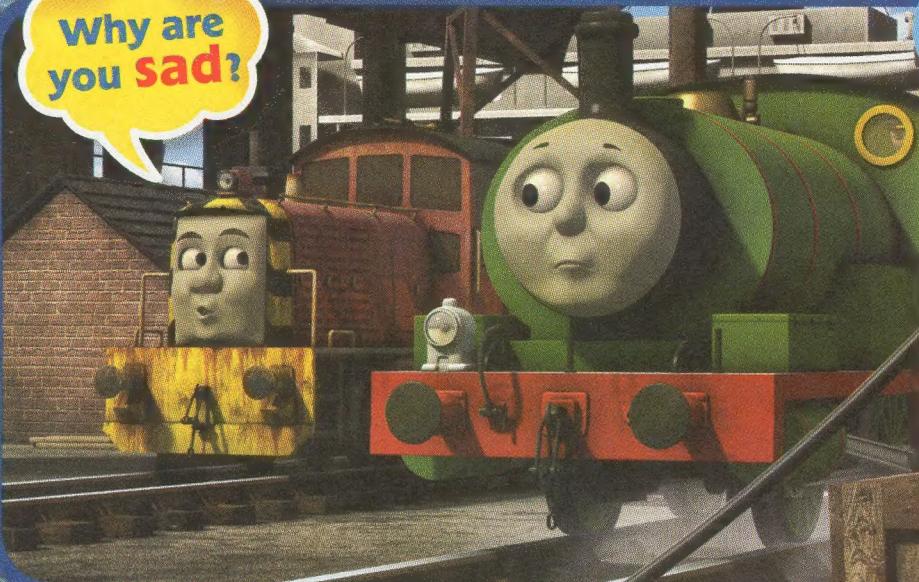
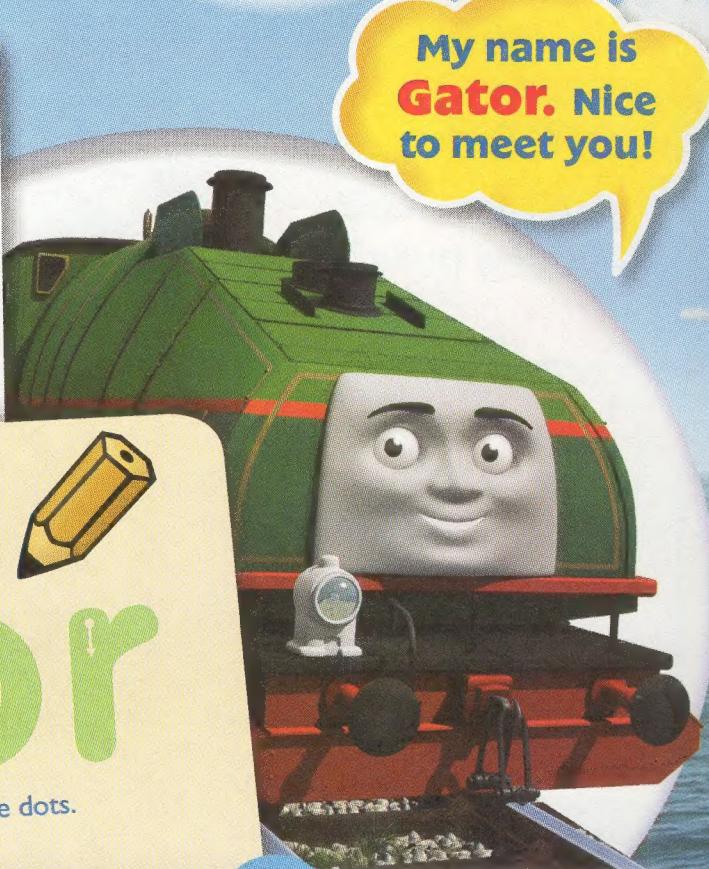
Who does Percy miss?  
Write his name.



# Gator

Trace over the letters, starting at the dots.

Why are  
you **sad**?



2

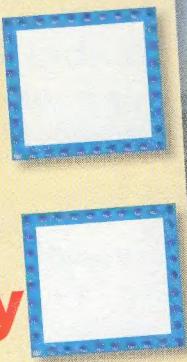
One day, Salty saw Percy looking **sad**. "Why are you sad?" he asked. "I was thinking about Gator. It made me sad that he's not here," said Percy.

3

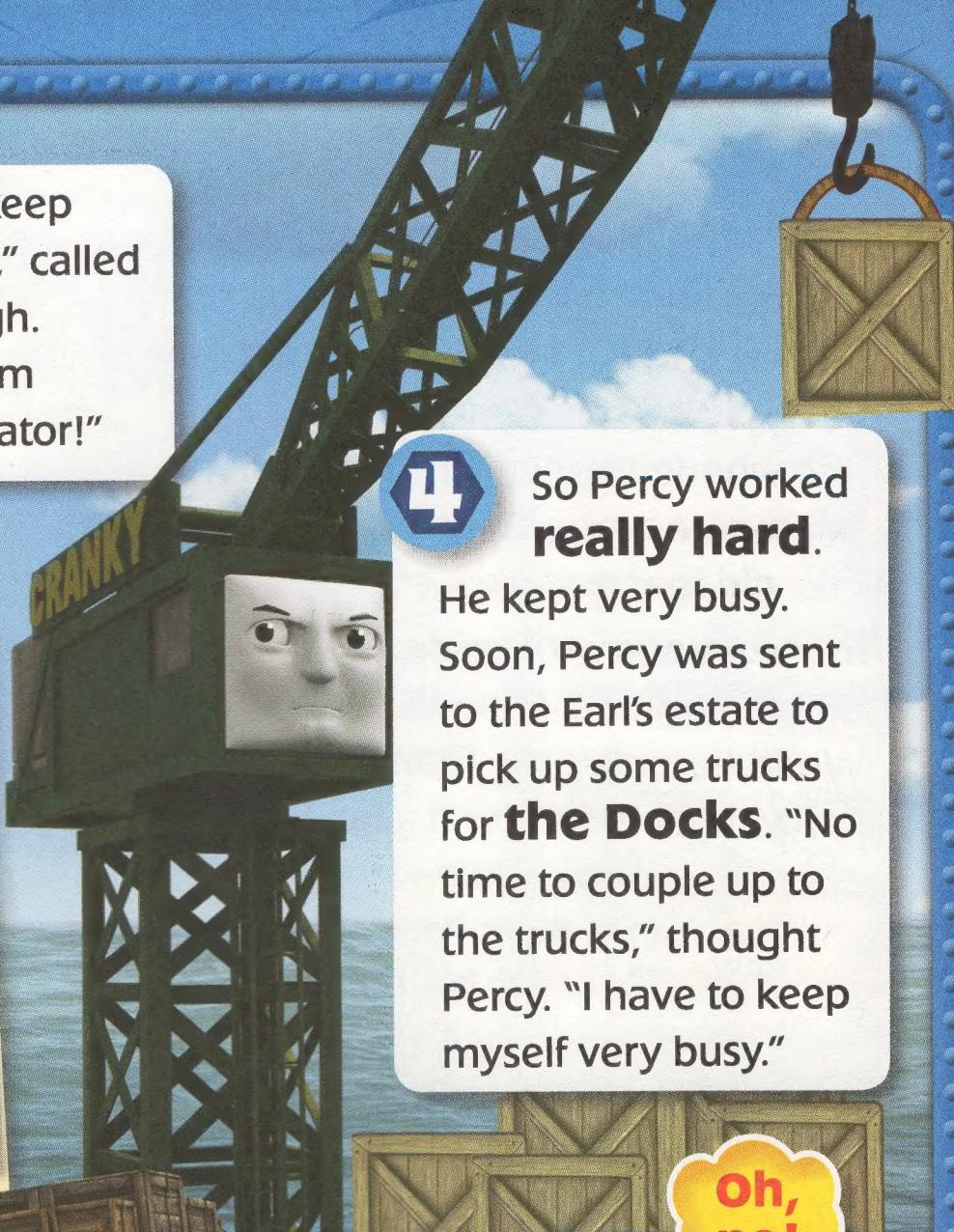
"You need to keep **busy** like me," called Cranky from up high. "That'll stop you from feeling sad about Gator!"

Who told Percy to keep busy? Check the correct box.

Salty



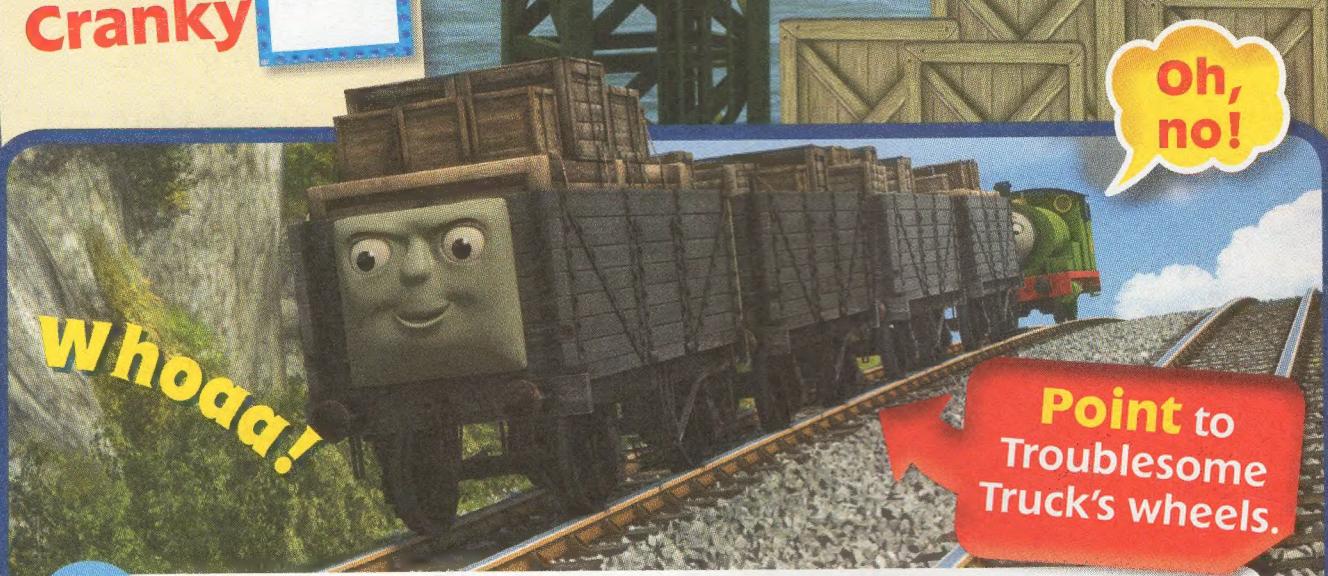
Cranky



4

So Percy worked **really hard**.

He kept very busy. Soon, Percy was sent to the Earl's estate to pick up some trucks for **the Docks**. "No time to couple up to the trucks," thought Percy. "I have to keep myself very busy."



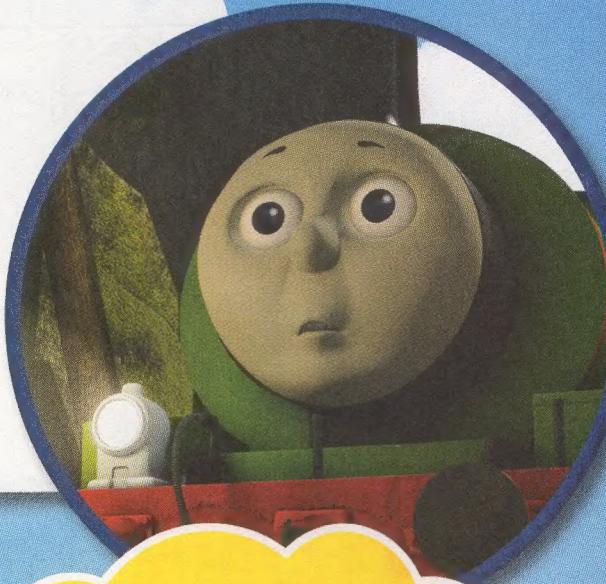
Point to Troublesome Truck's wheels.

5

Percy pushed the trucks along the track. All was well until he went over a **big hill**. On the way down, the trucks **raced** away. Percy couldn't keep up!

6

The trucks crashed through an old mine that was boarded up. It was **dark** inside and Percy was very **scared**. "What should I do?" he wondered. Percy thought of Gator. He remembered something his old friend had told him.



Being **brave** doesn't mean you don't feel scared. Being **brave** is about what you do even when you do feel **scared**!

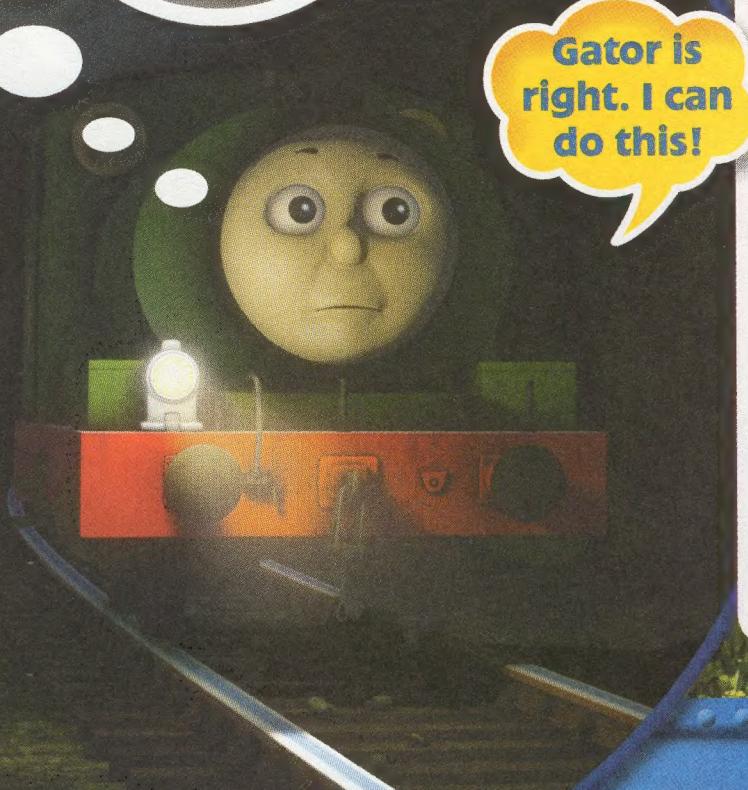


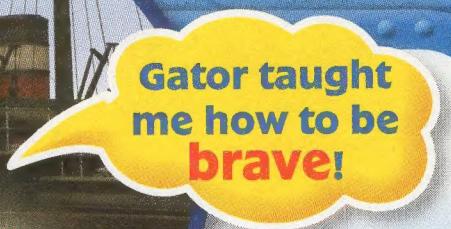
7

Percy was scared but he knew **he could still be brave**.

He went into the deep, dark mine and found the missing trucks. He pushed them out of the tunnel and took them all the way to the Docks.

Gator is right. I can do this!

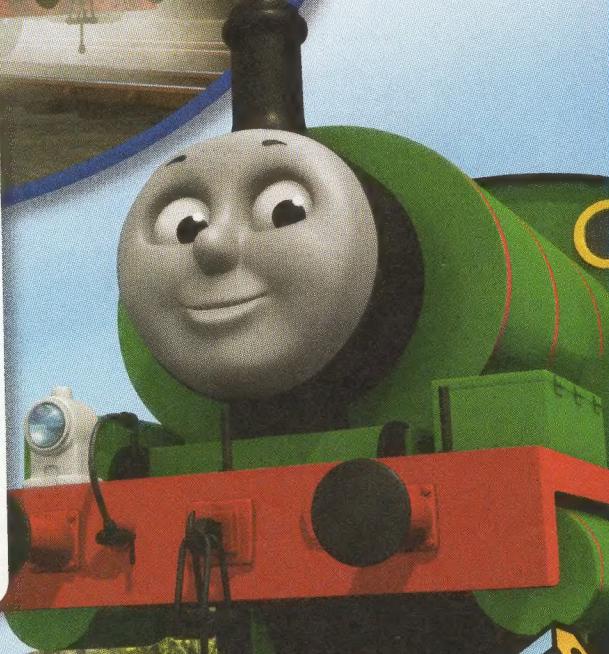




Gator taught  
me how to be  
**brave!**

8

Back at the Docks, Salty saw Percy. "Not still thinking about Gator, I hope," he said. "You know he only makes you sad." "Thinking about Gator makes me **happy** too," smiled Percy. "I learned a lot from him. He taught me how to be a **better, braver engine!**"



**What** did Percy pick up at the Earl's estate?

Check the correct box.



**trucks**



**passengers**

which engine helped  
Percy to feel brave?



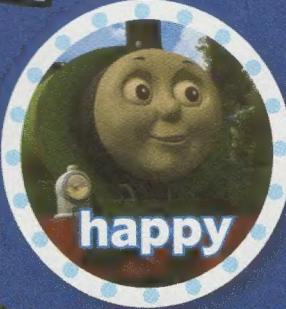
**Gator**



**Salty**

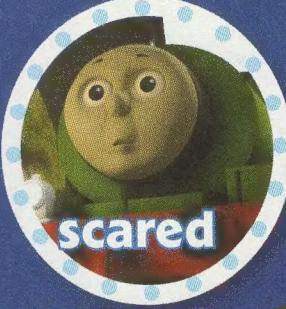


How did Percy feel in  
the deep, dark mine?



**happy**

or



**scared**



# Mystery match

Cut out the pictures below and match them to the spaces. Make sure each line has just 1 of each of the 3 spooky pictures.



When you complete your puzzle, what can you see in the middle square?



# Ghostly Game

It takes 2 or more players to help Thomas get to the castle!

You will need  
a dice and counters,  
such as a button and  
a penny.

Lost in  
the forest.  
Go back  
1 space.

FINISH

Nearly  
there!  
Go forward  
1 space.

spooked!  
Go back

55

54

53

52

22

23

24

21

20

18

16

15

17

14

13

12

11

10

9

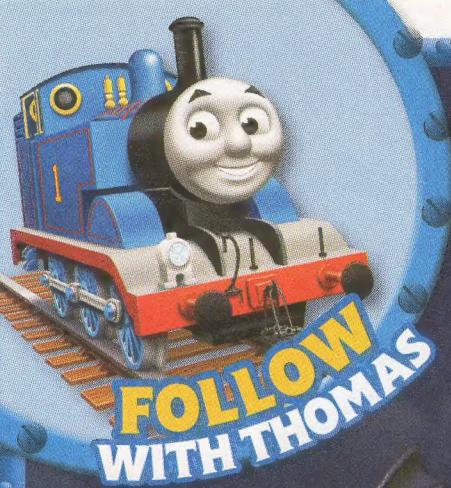
Wooo!  
Wooo!



With a friend, take turns to throw a dice and move your counter along the track towards the creepy castle. The first to reach the castle is the winner!

## How to play





# Night-time noises

Go for a night ride with Thomas and find the way to the castle. What will you see and hear?

START

What can you see flying in the sky?

I can see a...

D O G

Trace over the letters.



Talk about the different creatures that are awake at night. Take turns making their noises!





Twic  
twoo!



## Count the owls.

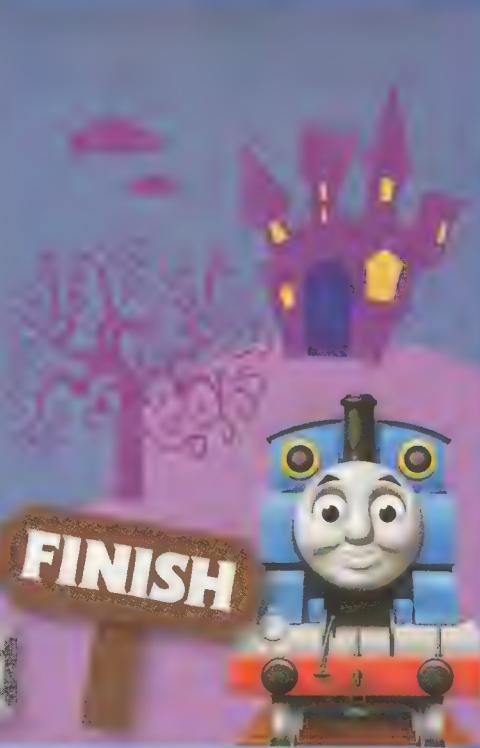
Write the number in the box.



## Count the ghosts.

Write the number in the box.

Can you find this  
sneaky little cat hiding  
in the maze?



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Redan Publishing, Inc.  
1115 Inman Ave., Box 345  
Edison, NJ 08820



**Canadian readers:**

THOMAS DVD 1610  
Redan Publishing, Inc.  
2286 Sharron Street  
Burlington, ON L7R 1W6

**Email entries:**

thomas@redan.com and type  
Thomas 1610 DVD  
in the subject line, please.

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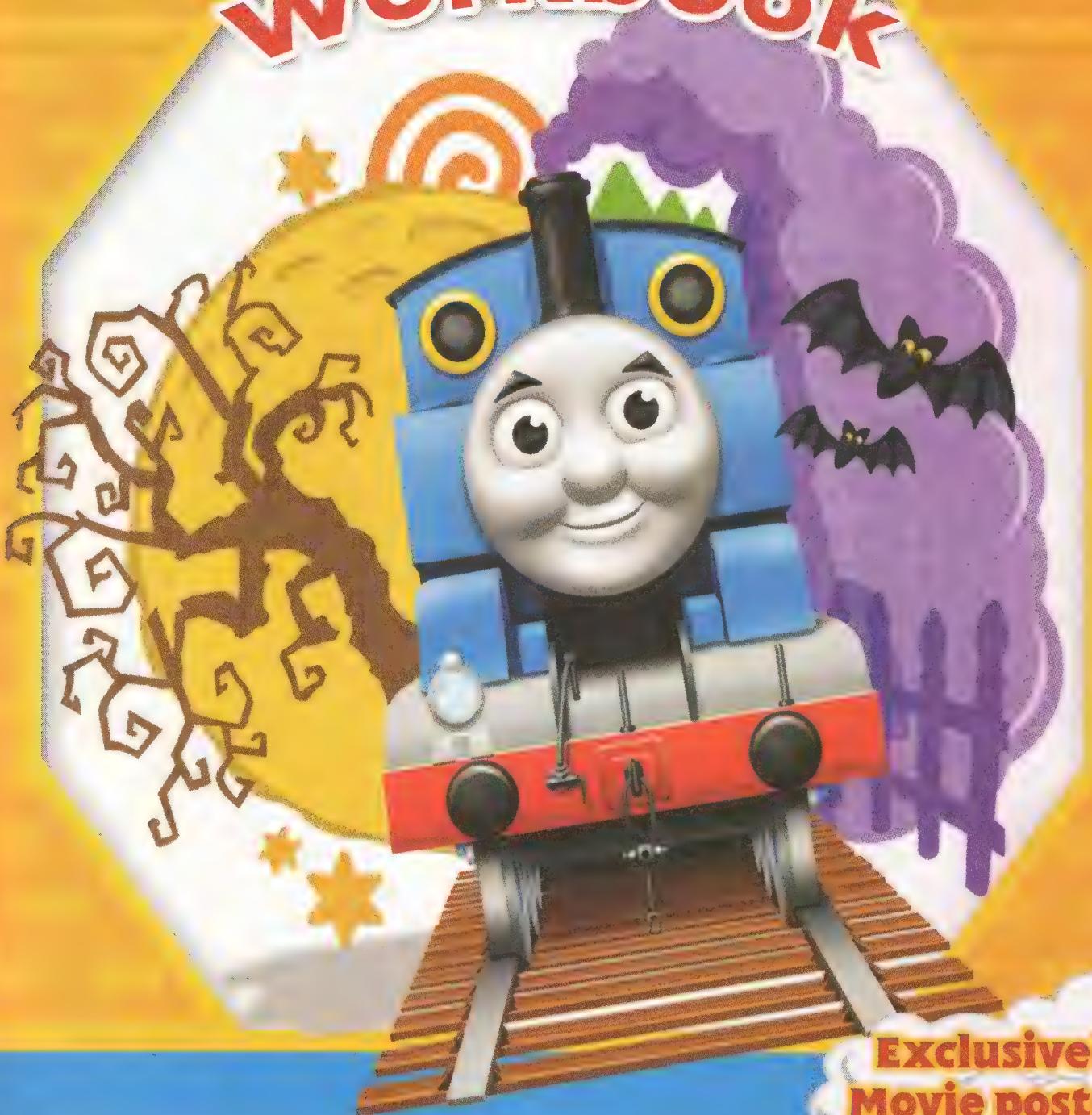
Find and circle this  
friendly little owl on  
each activity spread!



FUN TO LEARN  
**Workbook**

# THOMAS & FRIENDS

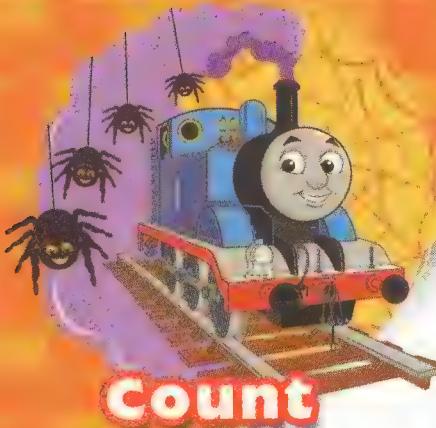
# Workbook



Thomas & Friends™ magazine and workbook will help your child  
improve the following skills for the school year and beyond!  
READING • MATH • COGNITIVE • CREATIVE • SOCIAL

Exclusive!  
Movie poster  
inside

Help Thomas count these Halloween things and write the numbers in the boxes.



Count



spiderwebs



black cats



ghosts



pumpkins

Trace over  
the numbers,  
starting at  
the dots.



odd



even



even



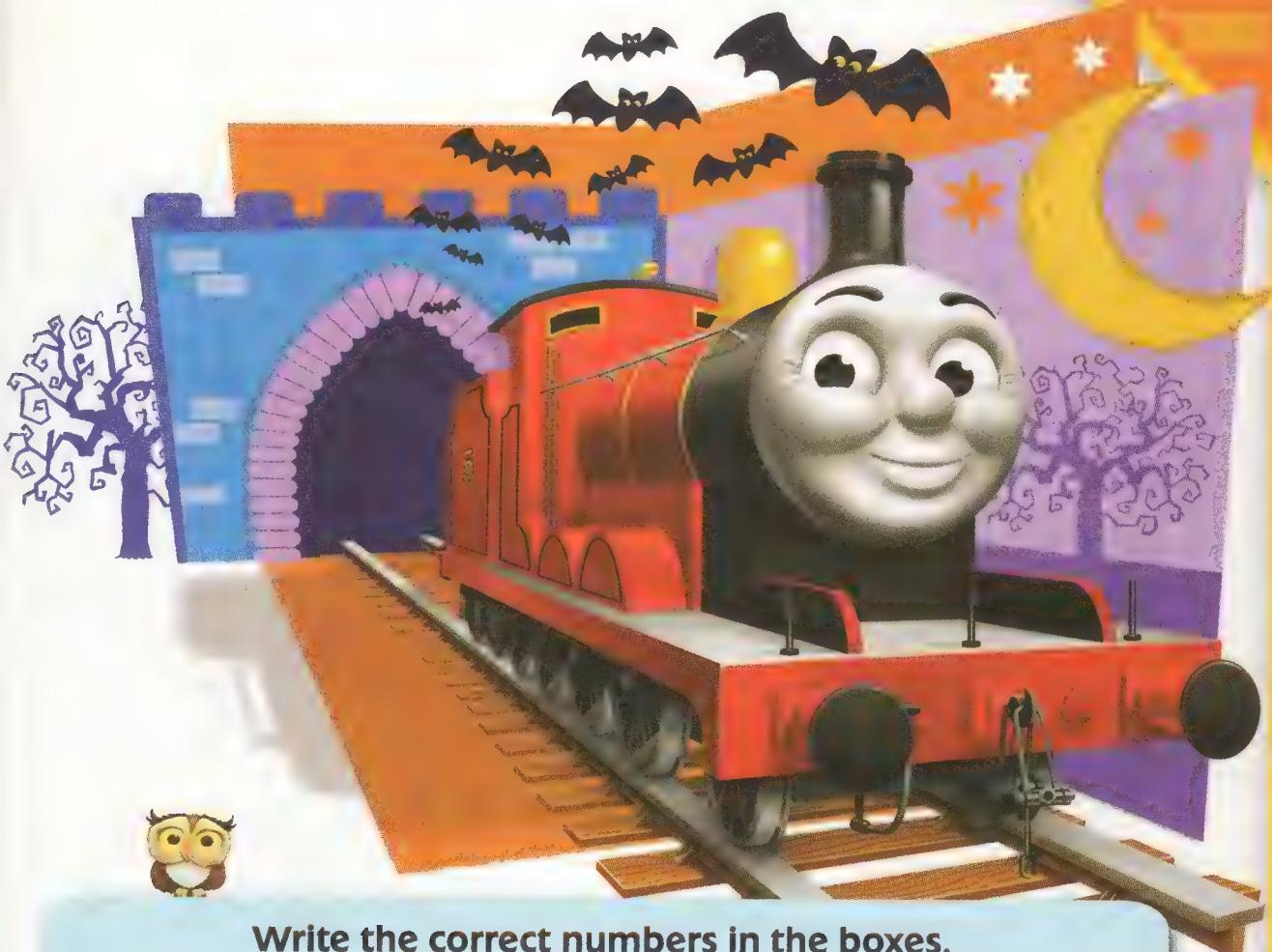
odd



**James is out for a night-time ride!**  
**Count the things he sees below.**

**Parent Note**

Counting helps develop math skills and number recognition.



**Write the correct numbers in the boxes.**

trees

stars

bats

6 7 8 9 10

even

odd

even

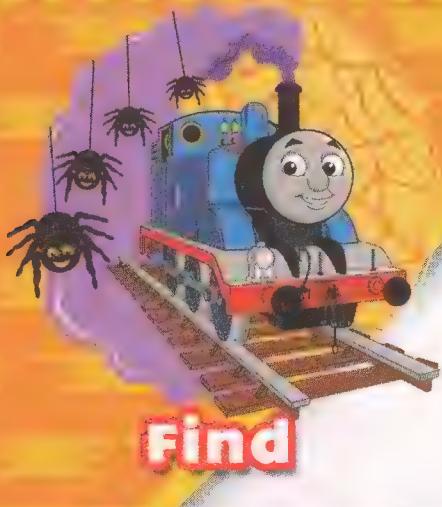
odd

even



Count the spiders.

Is the number odd or even?



James, Percy, and Thomas are getting ready for fall on Sodor!  
Look carefully at picture A and picture B.

Circle the 2 leaves that  
are the same.



**Parent Note**

Look carefully at the scene. Help your child find the differences. Encourage them to circle each difference.

**Find and circle 6 differences in picture**

**B. Trace over a number in each  
pumpkin below when you find all six.**

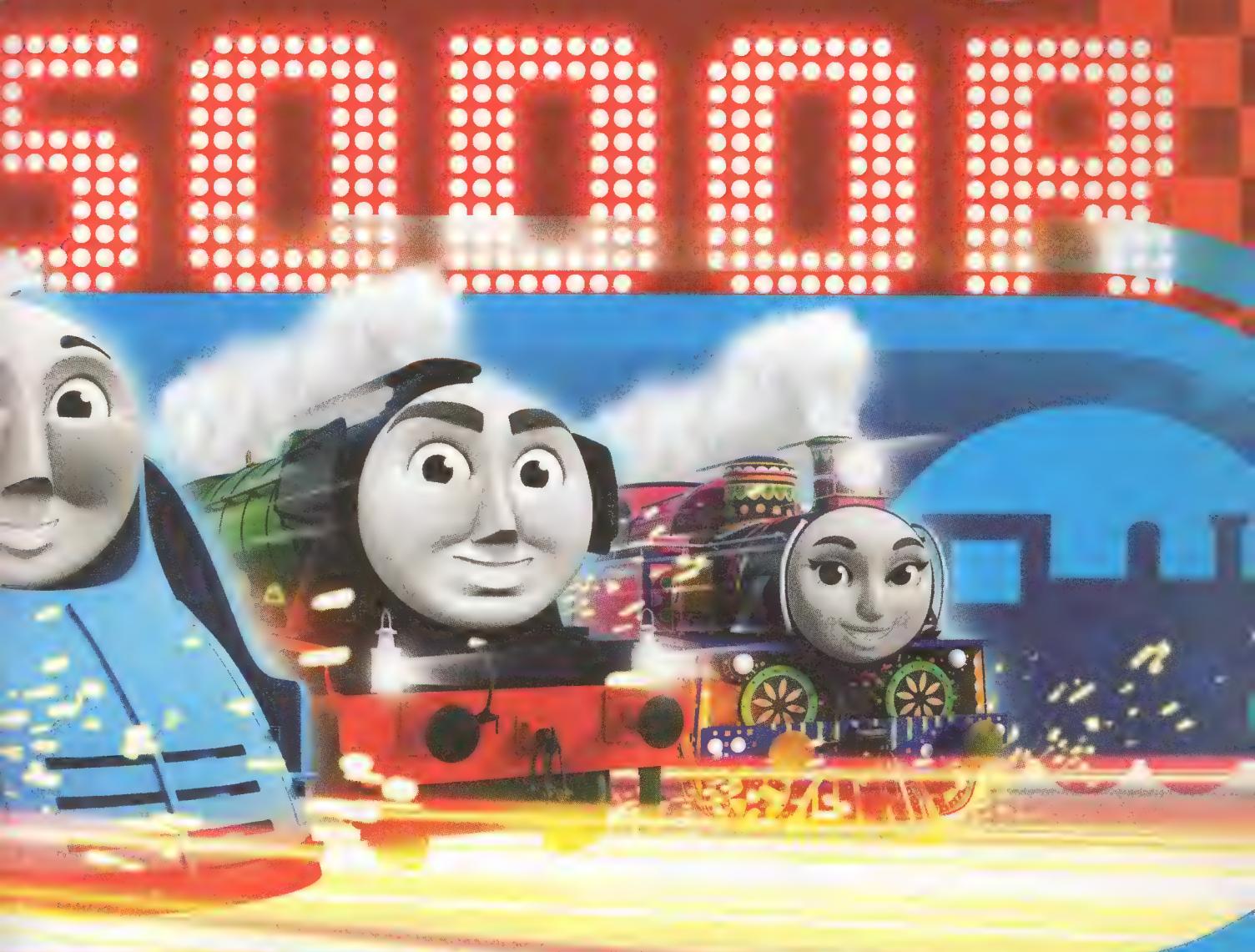
**B**



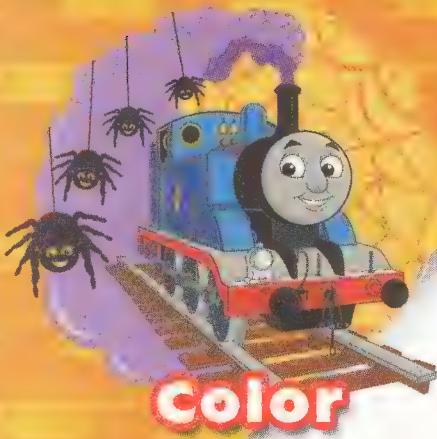
Here are the answers - don't peek! 1. The scarecrow is smaller; 2. Pumpkin at the front is missing; 3. Thomas' lamp is on; 4. There's a spider; 5. There's a spider; 6. The moon is in the sky; 6. The moon is in the sky; 6. The moon is in the sky.







FINISH



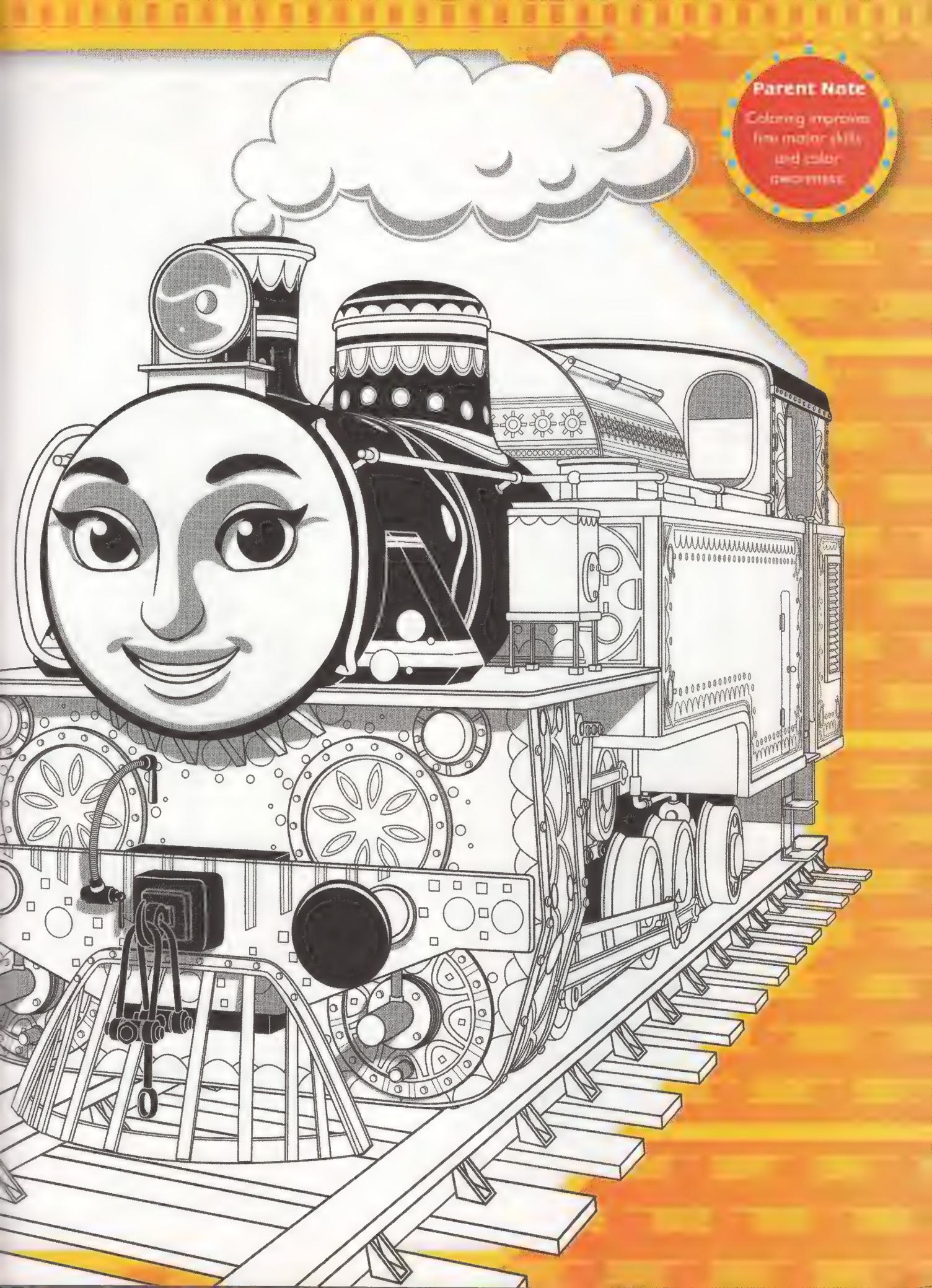
Meet Thomas' new friend, Ashima!  
Color the picture on the right using  
the smaller one to help you.



# Ashima

Trace over the letters, starting at the dots.





**Parent Note**

Coloring improves fine motor skills and color recognition.

Trace over the letter G g. Then practice writing it on your own.

write

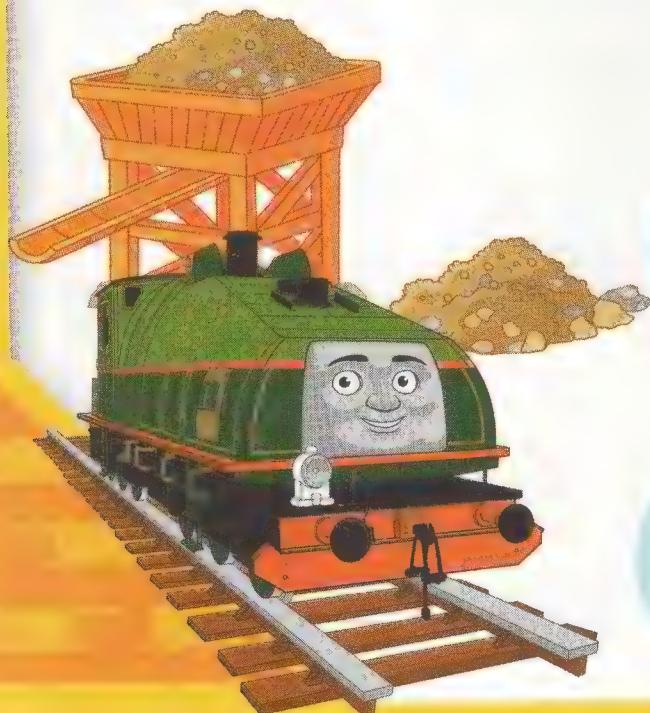
G g

Trace over these words that begin with G or g.



ghost

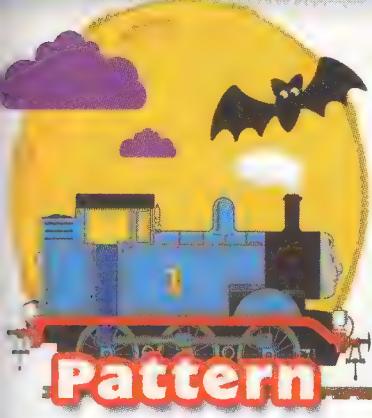
Gordon



gravel

Gator

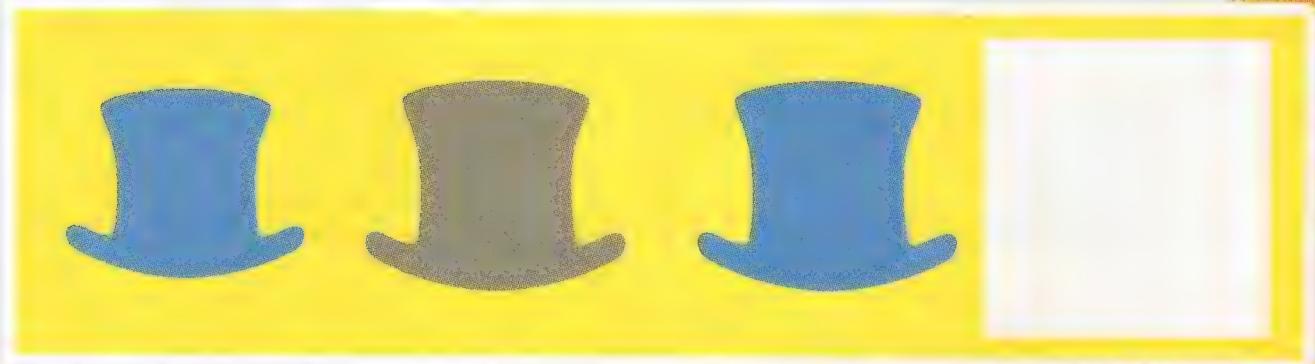
A B C D E F G H I J K L M



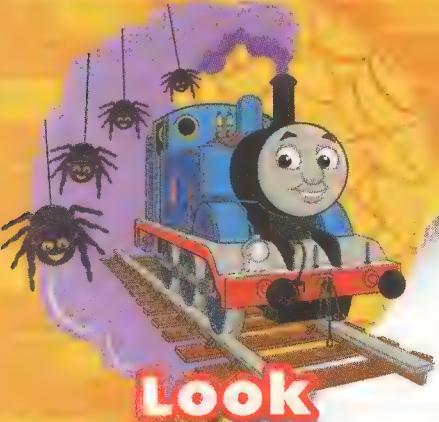
**Look at each row of patterns. In the white box, draw and color the item that comes next.**

**Parent Note**

The activities help develop letter and pattern recognition.



**N O P Q R S T U V W X Y Z**



Thomas is going for a spooky ride!

**Look**

Look carefully for  
the close-ups and  
check the blue  
boxes as you find  
each one.

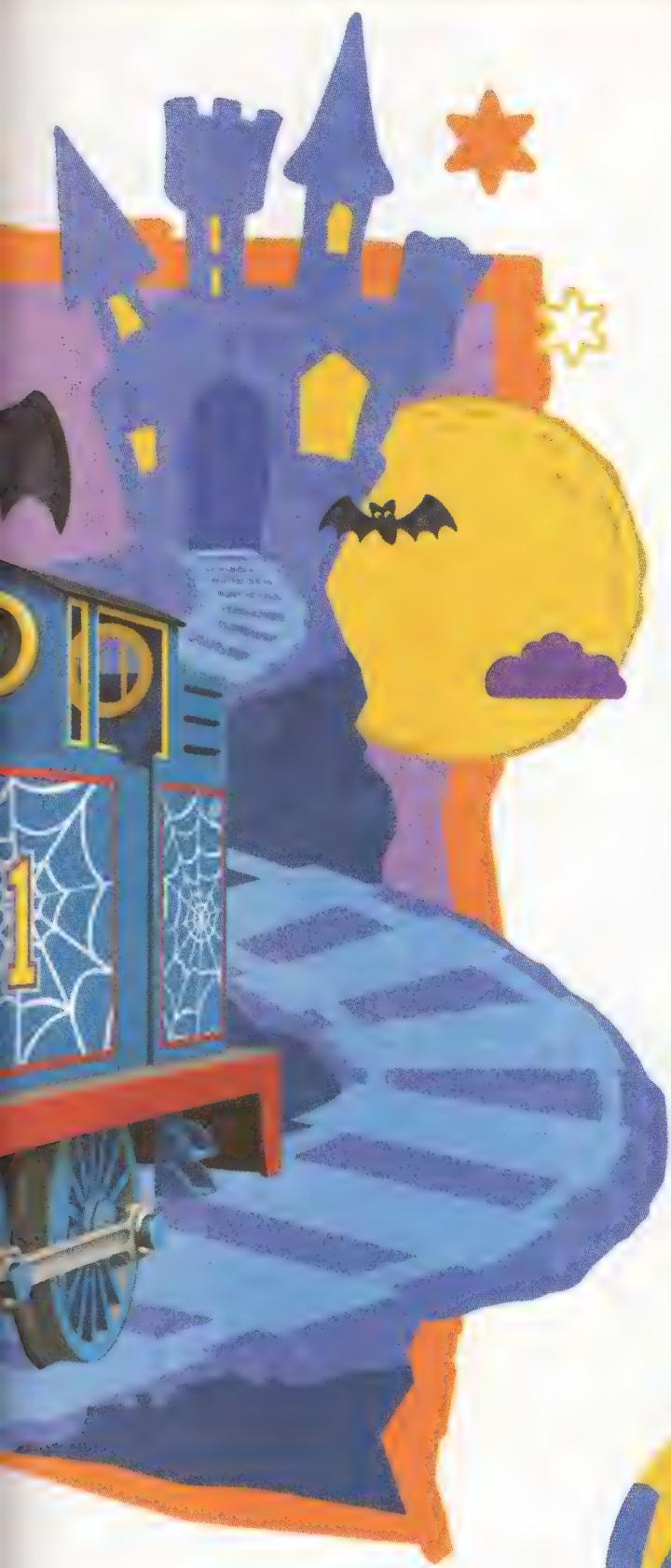
Count these things  
for Thomas.

Write the numbers  
in the boxes.

castle  
windows

buffers





Check this box when  
you've found the  
white and yellow star.

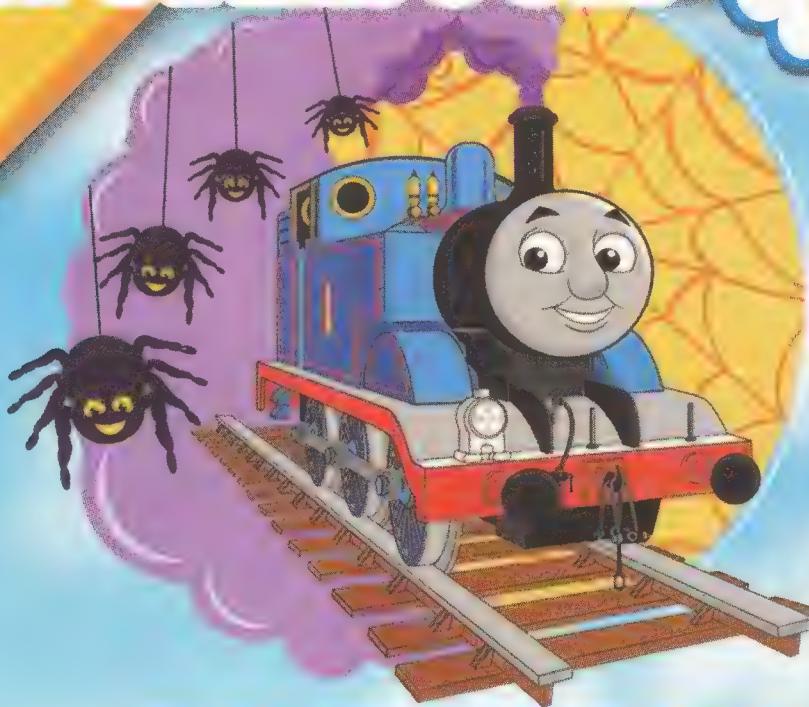
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develop cognitive  
skills? Visit  
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# workbook

THOMAS  
& FRIENDS



Color a star for each activity  
you have completed.



Count



Find



Color

Look



Write



Pattern



How many  
owls did  
you find?

Write  
the  
number  
in the  
box.



Congratulations!  
You have finished your workbook.

.....  
Write your name here.

COLLECTIBLE  
FACT FILE

# Salty

THOMAS  
& FRIENDS

Look for another Fact File in our next issue!



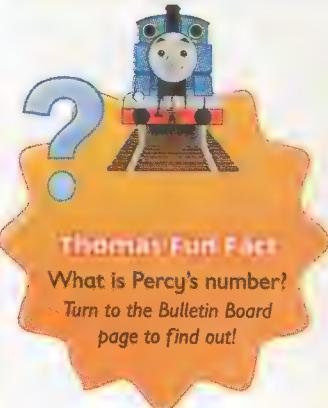
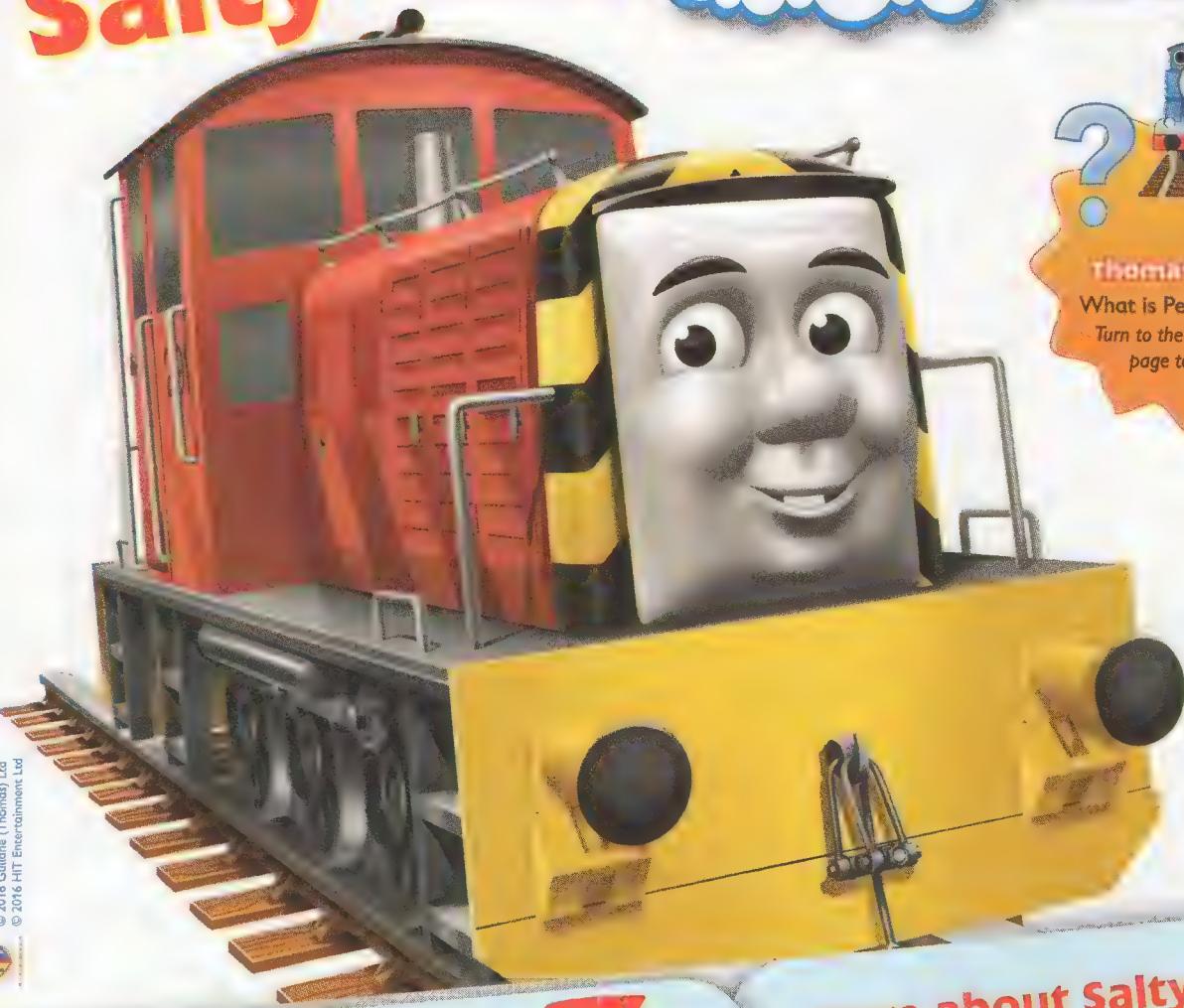
## FACT FILE

Name: Salty

Type: Dockside Diesel shunter

Color: Red, yellow, and black

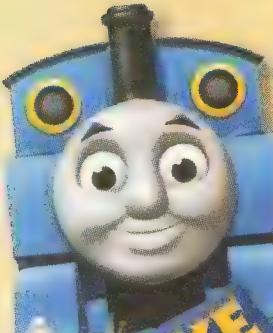
Did you know? Salty worked on an unknown coastal railway for many years, where he acquired some fun stories and songs.



Thomas Fun Fact  
What is Percy's number?  
Turn to the Bulletin Board page to find out!

### More about Salty:

Salty is a hardworking diesel engine who loves to tell tales about his life by the sea. He occasionally works in other parts of the Island, but is happiest by the Docks. Salty has a big heart and would help any engine, be it Steamie or Diesel.



MAKE  
WITH THOMAS

# POP-UP picture



Follow the steps to create a spooky 3D Halloween decoration for your room.

## You will need:

- \* Scissors
- \* Glue stick
- \* A grown-up to help you.

1

Ask your grown-up to help you cut out the pieces on the opposite page.

3

Stick the folded rectangle to the middle of the background. It should look like a little bridge.



2

Fold the white rectangle so that it looks like this.



4

Spread glue on the top of the bridge. Stick the scene on top so that it stands out from the background.





fold here



fold here

fold here

fold here



# The Monster

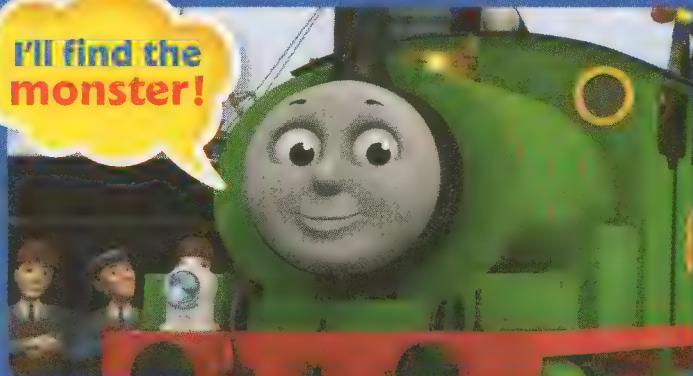
READ  
WITH THOMAS

One morning, Percy was at Brendam Docks. "There's a fog rollin' in," croaked Salty. "I can feel it in my pistons. You'd better watch out for the Monster of Brendam!"

Percy's boiler bubbled with excitement. "What monster?" he asked. "Long ago," began Salty, "it was so foggy that the engines couldn't see beyond their buffers. Then, in the fog, one old engine saw a shape. It was tall like a tower. It turned and it twisted. It croaked and it creaked."

Percy's eyes were wide with wonder. "They say it was the Monster of Brendam," continued Salty. "It only comes out when the fog rolls in..." And with that Salty whirred off to the Dieselworks.

I'll find the monster!



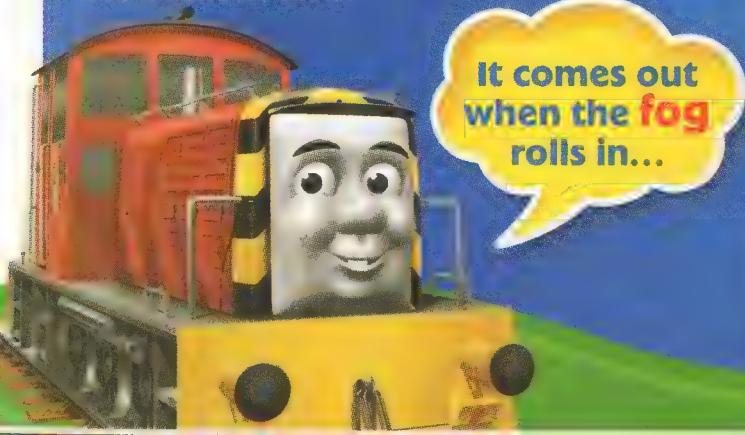
"There's no such thing as the Monster of Brendam," cranked Cranky. "Salty's just being silly."

Percy puffed carefully along as the fog swept in. "Would you like to help me find the Monster of Brendam?" he asked Edward. "That sounds scary!" Edward replied.

"Fizzling fireboxes!" gasped Percy. "There it is!" Ahead of them, half hidden by the fog, was a shape. It was as tall as a tower. Edward pumped his pistons and whooshed towards the shape... and right into Rocky!

Rocky was so surprised, he dropped an oil drum on to Edward's coal sacks. Coal dust flew everywhere! "Sorry, Rocky," said Edward. "We thought you were the monster," explained Percy. He steamed off to get help.

It comes out  
when the fog  
rolls in...



# of Brendam



At the level crossing, Percy told Toby about the monster. Just then, Percy saw a shape in the fog. It was turning and twisting. "Bubbling boilers!" exclaimed Percy. "There it is!"

Toby rang his bell loud and long as he pulled away. Suddenly, some long poles fell onto the tracks. It was Butch! "We thought you were the Monster of Brendam," explained Percy, as he chuffed off to get help.

At the water tower, Percy told Henry about the monster. "It's over there," whispered Henry. "It's croaking and creaking." Then Henry raced away!

"Who's calling me a monster?" said the shape. Percy peered into the fog. With a croak and a creak, Diesel oiled towards him. "Out of my way, you silly Steamie!" he spluttered.

SOMETHING  
TO SHARE

Percy whooshed all the way back to the Docks. "Oh no!" he gasped. "I was so busy looking for the monster, I forgot to help my friends!"

Percy chuffed back through the fog and found Edward and Toby. They all puffed into the Docks. Henry was whooshing and wheeshing with worry. "It's the monster!" he cried. There, in the fog, was a shape. It was tall like a tower. It twisted and turned. It croaked and it creaked. Then the monster spoke. "Where have you been, you silly Steamie?" it cranked. It was Cranky! "That's right," chuckled Salty. "Cranky is the Monster of Brendam!" Everyone laughed... except Cranky.

Very  
funny!



Until next time!

# Bulletin Board

**THOMAS  
& FRIENDS**

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My full name is.....

I am.....years old

My address is.....

City..... State/Province .....

Zip/Postal Code..... Phone/Email.....

Parent/Guardian signature.....

Favorite part of the magazine.....

Draw a picture here (or on another sheet of paper) and send it to us!



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**Draw a picture of your favorite engine and you may see it printed here and win a prize! Use the drawing page opposite or a separate piece of white paper and send it to the address shown.**

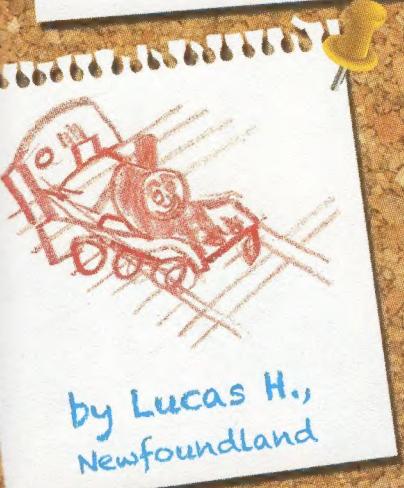
**Don't forget your name and address!**



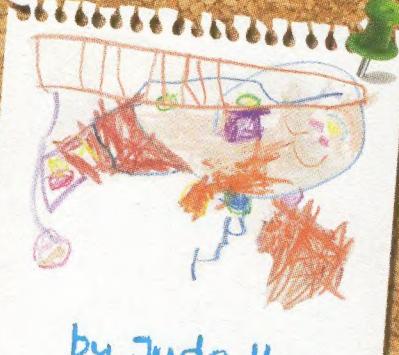
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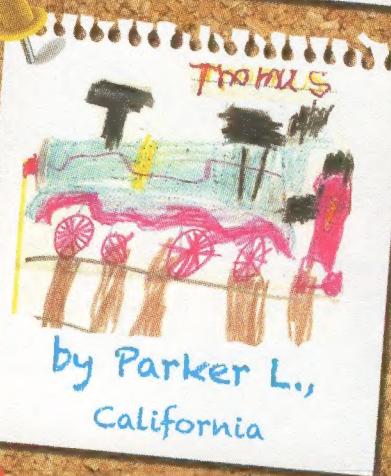
by Finnegan J.,  
California



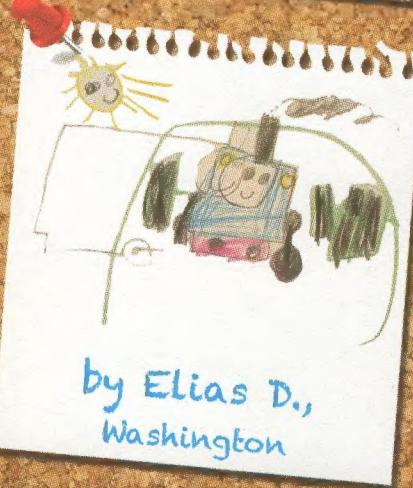
by Lucas H.,  
Newfoundland



by Jude H.,  
Michigan



by Parker L.,  
California



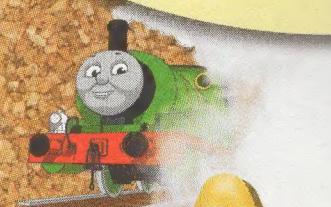
by Elias D.,  
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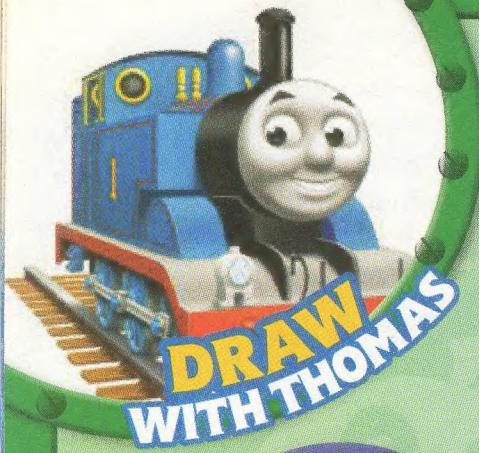


### Thomas Fun Fact Answer:

Percy is number 6.  
Can you find Percy hiding on this page?

**Issue 73 (Nov/Dec) will come your way in October!**

Parents or legal guardians please read: Submissions sent to *Thomas & Friends Magazine* indicate permission to publish and use submitter's first name, last initial, city, state/province of residence, letter, and photo if supplied. Prizes are non-transferable and may vary from that shown. There is no compensation for submissions. Due to the large volume of mail we receive, letters and pictures cannot be returned and we cannot guarantee inclusion or receipt of submissions. Pictures are selected at random. Many may enter; 6 will win. One prize per winner. No employee of Redan Publishing, Inc. or participating companies may enter drawing contests. The editor's decision is final and no correspondence will be entered into. No purchase necessary to enter or win.



DRAW  
WITH THOMAS

# Funny pumpkin

Make a silly jack-o'-lantern for Thomas!

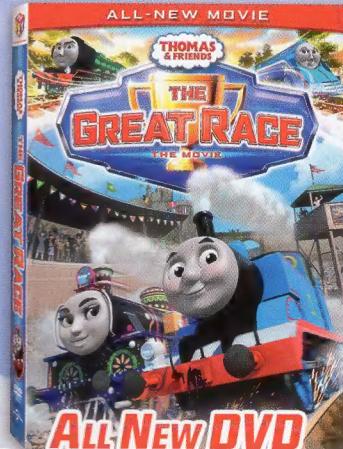
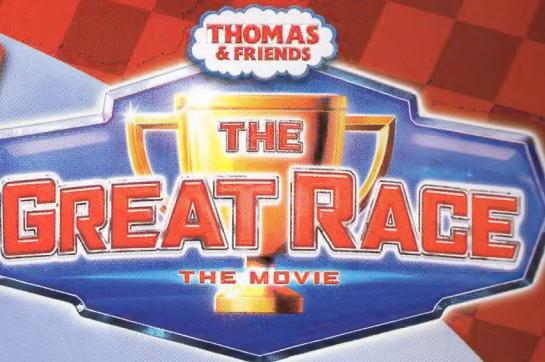
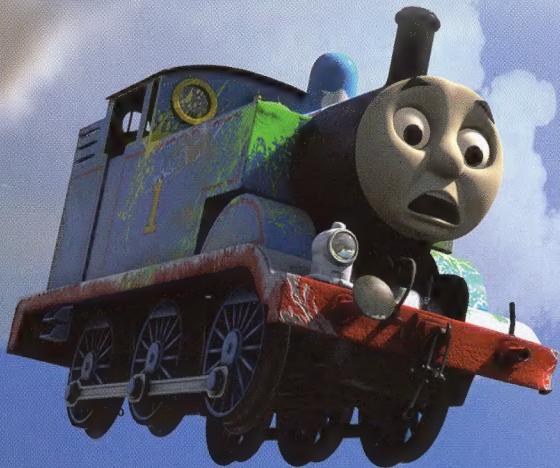
Draw  
2 eyes to  
finish the  
face.

Trace  
around the  
pumpkin's  
outline and  
mouth.

Color  
the pumpkin  
bright  
orange.

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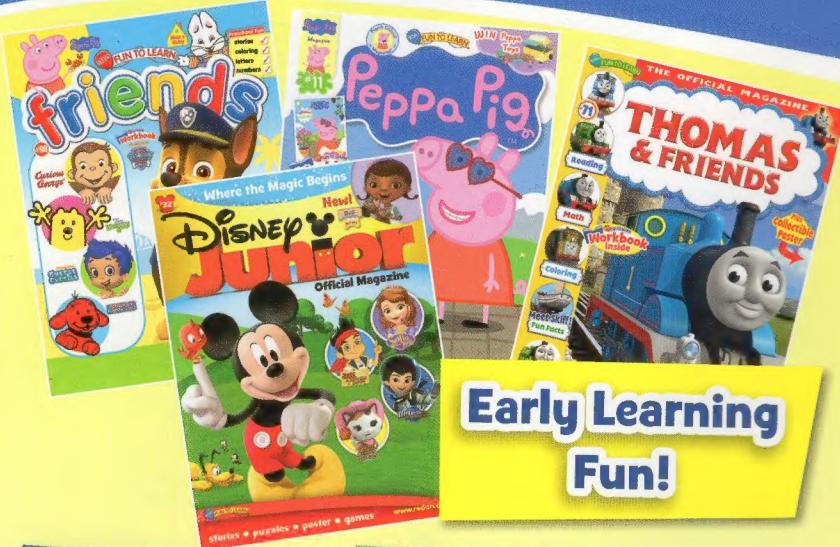
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